INSTRUCTION BOOKLET

namco

AGB-BDEE-USA

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

AWARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Seal

CONTENTS

History	4
Getting Started	4
The Game	9
Game Controls	12
Credits	14

MSTORY

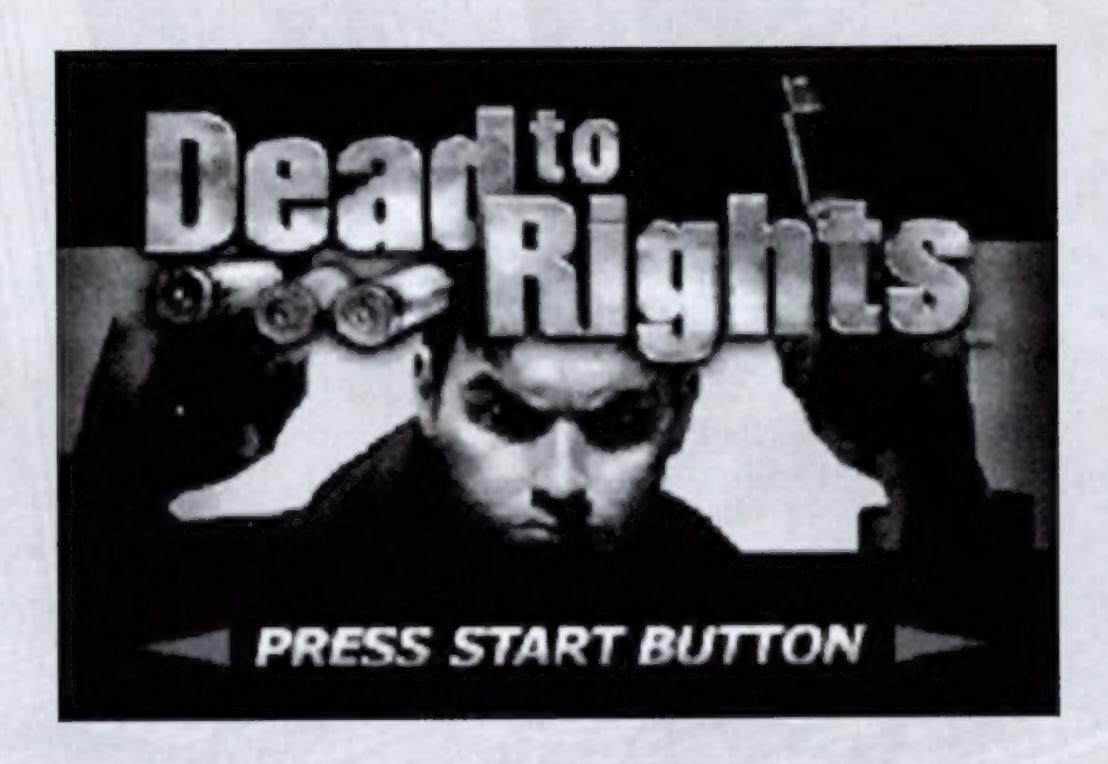
Jack Slate, an innocent cop sentenced to death, makes a daring escape from the Iron Point maximum-security penitentiary. Driven to bring the criminal element that framed him to justice, Slate hunts the hunters in this gritty, crime-noir inspired epic. With super-charged game play, jaw-dropping graphics and hard-boiled storytelling, Dead to Rights™ raises the bar on the crime action-thriller genre.

GETTING STARTED

Correctly insert the Dead to Rights™ Game Pak into your Game Boy® Advance system. Switch on the system. The language select menu will appear first.

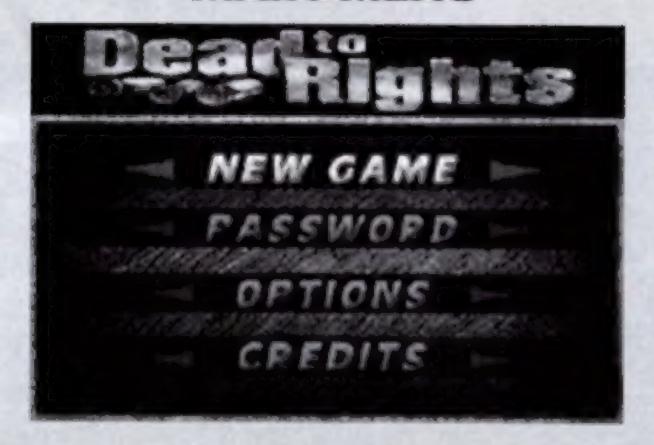
WARNING: Inserting a Game Pak when the system is already on might result in damage to the Dead to RightsTM Game Pak.

TITLE SCREEN



Press START from the Title Screen to begin the game.

MAIN MENU



There are four options from the Main Menu.

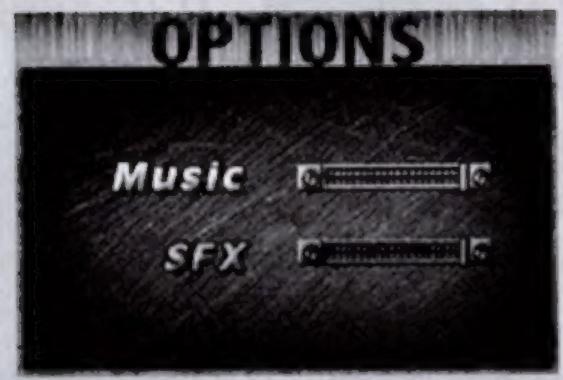
New Game: Takes the user to the Difficulty Select screen on their way to starting a new game of Dead to Rights™.

Password: Enter a password from a previous game to resume your progress.

Options: Customize your audio needs here.

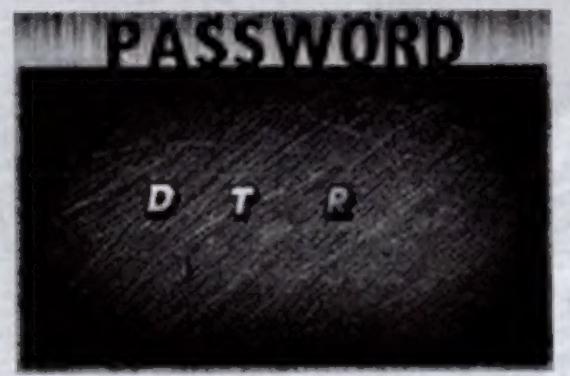
Credits: The good folks that brought you Dead to Rights™.

OPTIONS



In Dead to Rights™, you can control the volume of your sound effects and music separately. You can also change these options while you're in the game.

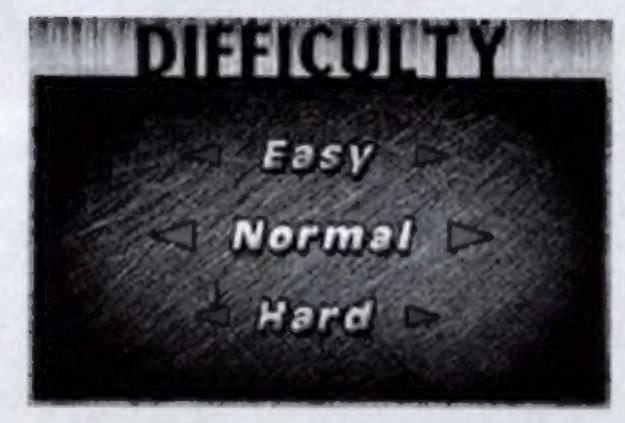
PASSWORD



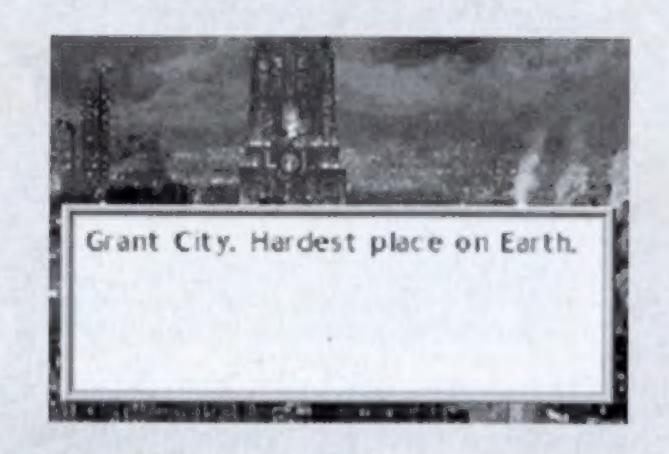
The password is four characters long and is given to a player upon completion of a level. Using the directional buttons, move through the available letters and select the password. An incorrect password will display an error message. A correct password will take you to the Difficulty Select screen.

Page 7

NEW GAME

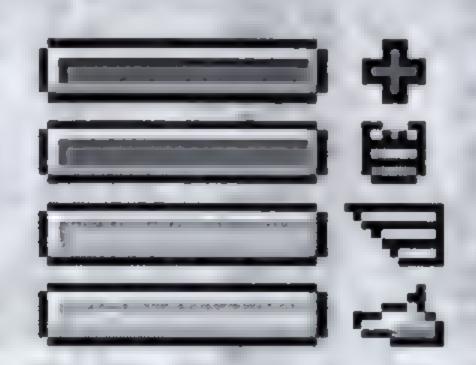


There are three difficulties to select from: Easy, Normal and Hard. The game will default to Normal. After that, you're ready for Jack Slate and Grant City...



THE GAME

SCREEN DISPLAY



In the top left corner of the screen, there are four rechargeable gauges.

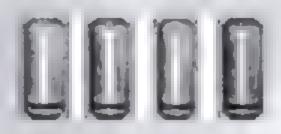
Health Gauge: In most cases, this doesn't deplete until the armor is drained. You'll find health pickups throughout the game to recharge.

Armor Gauge: This gauge automatically regenerates, though it is limited. There are armor pickups throughout the levels.

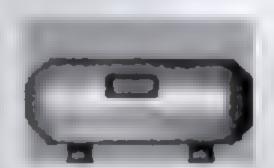
Adrenaline Gauge: This regenerates automatically, but it will charge quicker if the player neutralizes an enemy. The adrenaline gauge is depleted when the player performs a slow motion dive.

Shadow Gauge: Shadow's gauge regenerates during game play. When the gauge is full, the player can use Shadow as a weapon against enemies.

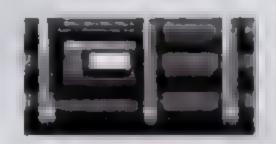
WEAPONS AND PICK-UPS



Canisters - Shooting these will cause an explosion and affect enemies around them.



Gas Tank - A larger version of the Canister. This will cause a larger explosion and can affect the environment.



Explosives - Some missions require you to place Explosives in strategic points. Keep your eyes open for them when they appear.



Keycards - These Keycards appear throughout the game to allow access to locked doors.



Key and Lockpick - You'll sometimes have to find a Key or a Lockpick to continue your mission.



Comic Books - Wireboy has an affinity with these - make sure you find all of them for him.





Armor and Health - You'll find Armor and Health throughout the levels to assist in your fight.









Weapons - Aside from Jack's array of hand to hand moves, he also uses the following weapons: Pistol, Silenced Pistol, Shotgun, Machine Gun and Grenade Launcher. Once your ammo is depleted, Jack will throw them away. Keep your eyes open for these throughout the level, because they also add ammo to your existing weapons.

GAME CONTROLS

CONTROLS	ACTION	
Control Pad	Move Jack Slate around the screen.	
A Button	- Fire weapon.	
	- Melee attack if no weapon equipped.	
	- Uses highlighted objects in the world.	
B Button	Switch between weapon and melee.	
L Button	Targets enemies.	
R Button	As long as there is adrenaline in the Adrenaline	
	Gauge, this will cause the player to slow motion dive.	
L + R Buttons	Deploys Shadow if the Shadow Gauge is full.	
	Select next weapon.	
SELECT	Switches between weapons.	
START	Pauses the game.	

PAUSE



If you select Continue, you will be returned to the game. In this menu you can also move between Music and SFX separately, or Quit the game. Selecting Quit will bring up a box with a checkmark and an X in it. Selecting the checkmark will take you back to the Main Menu. Selecting the X will return you to the Pause Menu.



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NAMCO HOMETEK INC. 90 DAY WARRANTY

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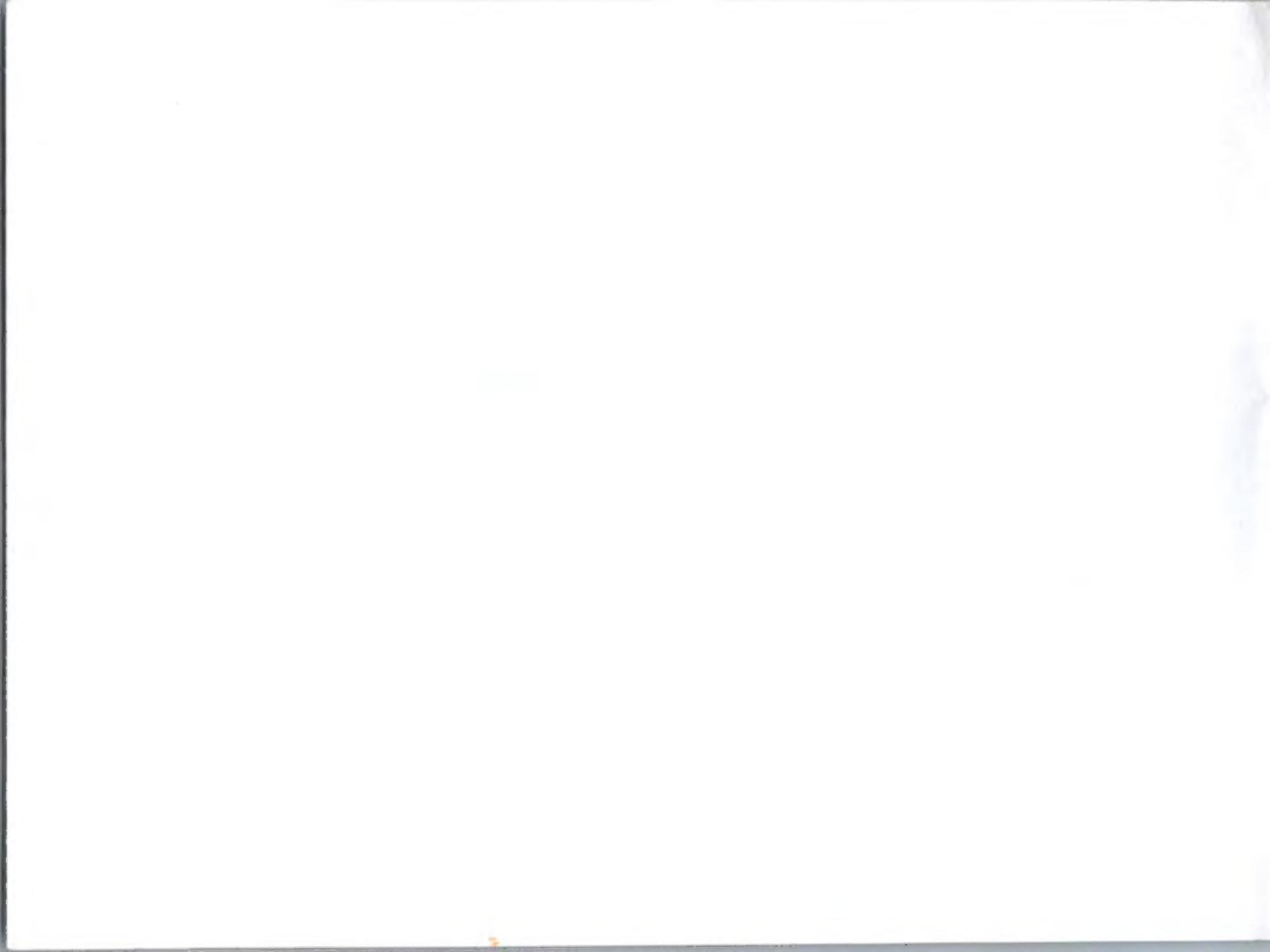
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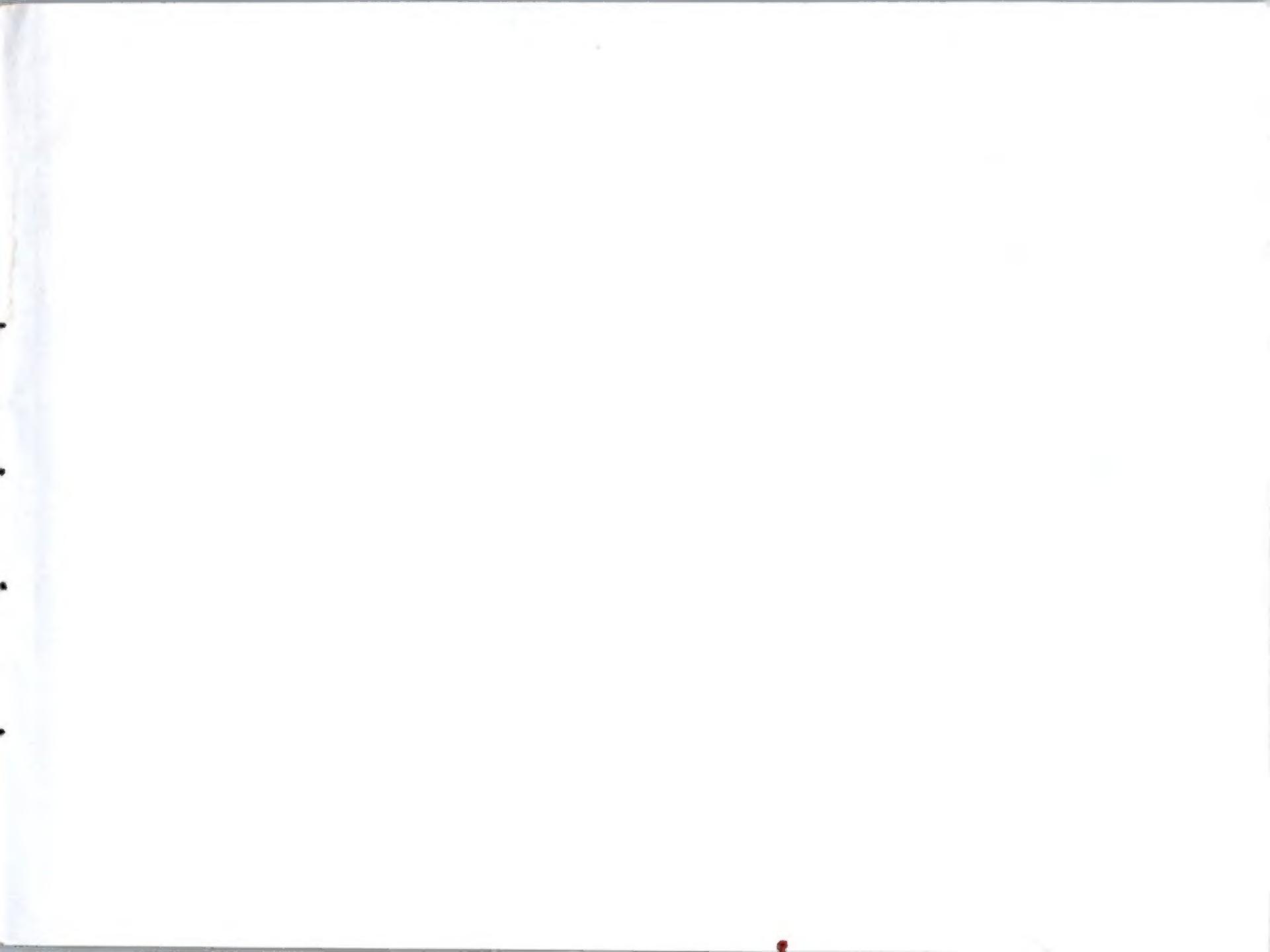
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